



**JALECO**™

INSTRUCTION BOOKLET

***SUPER NINTENDO***  
ENTERTAINMENT SYSTEM

**WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR SUPER NINTENDO® HARDWARE SYSTEM OR GAME PAK.**

## **TABLE OF CONTENTS**

INTRODUCTION.....	2
OBJECT OF THE GAME .....	3
GETTING STARTED .....	5
SELECT MODE .....	6
OPTIONS .....	8
CONTROLLER FUNCTIONS DURING GAME .....	12
MOVE INFORMATION .....	18
GAME PLAY .....	20
VERSUS MODE .....	23
SPECIAL MOVES .....	26
POWERUPS AND SCORING .....	28
HINTS AND TIPS .....	30
GAME TIPS – THE JALECO HOTLINE .....	32
LIMITED WARRANTY.....	34



**LICENSED BY**



NINTENDO, SUPER NINTENDO  
ENTERTAINMENT SYSTEM  
AND THE OFFICIAL SEALS ARE  
REGISTERED TRADEMARKS OF  
NINTENDO OF AMERICA INC.

©1991 NINTENDO OF AMERICA INC.

THIS OFFICIAL SEAL IS YOUR ASSUR-  
ANCE THAT NINTENDO HAS APPROVED  
THE QUALITY OF THIS PRODUCT.  
ALWAYS LOOK FOR THIS SEAL WHEN  
BUYING GAMES AND ACCESSORIES TO  
ENSURE COMPLETE COMPATIBILITY  
WITH YOUR SUPER NINTENDO  
ENTERTAINMENT SYSTEM. ALL  
NINTENDO PRODUCTS ARE LICENSED BY  
SALE FOR USE ONLY WITH OTHER  
AUTHORIZED PRODUCTS BEARING THE  
OFFICIAL NINTENDO SEAL OF QUALITY.

©1993 JALECO USA, INC.  
JALECO AND THE PEACE-  
KEEPERS ARE TRADEMARKS  
OF JALECO USA, INC.



# **INTRODUCTION**

**THE YEAR IS 2015. AFTER THE ECONOMIC WARS OF 2011, MOST OF THE FREE WORLD HAS BECOME A COMMODITY TO BE BOUGHT AND SOLD FOR PROFIT. MANY COMPANIES HAD BEEN FIGHTING FOR THE MAJORITY OF THE EARTH'S RESOURCES, BUT ONE COMPANY ROSE TO THE TOP. THAT COMPANY WAS DEUTCHLAND MOLDAVIA.**

**BY BUYING UP MOST OF THE EARTH'S REMAINING RESOURCES, DM BECAME A POWER STRONGER THAN ANY GOVERNMENT. AT FIRST, DM CLAIMED PEACE AND PROSPERITY AS ITS GOALS. BUT AS THE CHALLENGES OF UNITING A PLANET GREW MORE DIFFICULT, THE PRESIDENT OF DM, A MAN NAMED TRIP IAGO, BECAME DELIRIOUS WITH THE POWER HE HAD GAINED.**

**DM HAD ALWAYS BEEN INVOLVED IN RESEARCH ON MANY LEVELS. BUT MR. IAGO HAD BIG PLANS FOR HIS COMPANY. BY WORKING ON A TYPE OF GENETIC MANIPULATION, DM LEARNED HOW TO CHANGE A HUMAN INTO A MINDLESS SLAVE OR A POWERFUL BEING.**

**FOUR PEOPLE WERE AFFECTED BY DM'S EVIL RESEARCH: FLYNN, ECHO, AL, AND PROKOP. EACH ONE FOUND REASONS TO SEEK REVENGE ON DM. AFTER THE HARM DM HAD DONE, ALL FOUR SWORE THAT THEY WOULD STOP DM, EVEN IF IT MEANT THEIR OWN DESTRUCTION.**



# OBJECT OF THE GAME

YOUR JOB IS TO GUIDE THESE FOUR HEROES TO DM'S HEADQUARTERS AND STOP MR. IAGO. THE ROAD WILL BE TORTUOUS, AND EACH TIME YOU PLAY, THE ROAD MAY NOT BE THE SAME. BE SURE TO EXPLORE AND LOOK FOR THINGS THAT WILL HELP YOU ON YOUR MISSION.

ECHO'S GRANDFATHER, DR. HAWKING, WAS A LEADING RESEARCHER FOR DM. HE RECOGNIZED THAT HIS RESEARCH WAS BEING USED TO HURT PEOPLE. HE TRIED TO STOP HIS RESEARCH, BUT DM STOPPED HIM. STILL, HIS REBELLIOUS SPIRIT CAUSED SOME RESEARCHERS TO THINK ABOUT WHAT THEY WERE DOING. KEEP YOUR EYE OUT FOR RESEARCHERS WHO MAY GIVE YOU HELPFUL INFORMATION. EVEN IF A RESEARCHER DOESN'T TELL YOU SOMETHING IMPORTANT, HIS FRIENDS KNOW THAT YOU TALKED TO HIM, AND THAT CAN CHANGE THINGS. SO TALK TO EVERYONE.



BEFORE EACH STAGE, YOU WILL BE ALLOWED TO CHOOSE A CHARACTER FOR THAT STAGE. CHOOSE WELL, BECAUSE DIFFERENT THINGS HAPPEN DEPENDING ON WHO YOU ARE USING. WITH PRACTICE, YOU WILL FIND THE BEST CHARACTERS FOR EACH STAGE.

IF THE STORY IS TOO MUCH FOR YOU, YOU CAN PLAY THE VERSUS MODE AND JUST TAKE OUT YOUR AGGRESSION ON YOUR BEST FRIENDS. WITH THE MULTIPLAYER ADAPTER, YOU AND UP TO THREE OF YOUR FRIENDS CAN HAVE A FIGHT TO THE FINISH.

LONG LIVE  
HAWKING



# GETTING STARTED

- 1) PLACE THE PEACEKEEPERS GAME PAK INTO YOUR SUPER NES AND TURN ON THE UNIT.
- 2) THE JALECO SCREEN WILL APPEAR, FOLLOWED BY THE TITLE SCREEN.
- 3) PRESS START TO BEGIN THE GAME.

★ FIGHT  
FOR  
HUMANITY



# SELECT MODE

BEFORE THE GAME STARTS, YOU WILL SEE THE FOLLOWING SCREEN. YOU MAY SELECT DIFFERENT PLAY MODES ON THIS SCREEN.



THE DIFFERENT MODES ARE AS FOLLOWS:

## STORY MODES

### 1P GAME:

IN THE 1P GAME, YOU PLAY SOLO, TAKING ON ALL OF THE ENEMIES YOURSELF. YOU PLAY THROUGH THE WHOLE STORY TO THE END. YOU HAVE ONLY 12 LIVES. LIFE IS A PRECIOUS THING, SO DON'T WASTE IT. IF A FRIEND WANTS TO JOIN IN, DON'T WORRY, ALL YOUR FRIEND HAS TO DO IS PRESS START ON CONTROLLER 2.



### **2P GAME:**

THIS GAME IS ROUGHLY THE SAME AS THE 1P GAME, BUT TWO PLAYERS GET TO START SIMULTANEOUSLY. BOTH PLAYERS GET A COMBINED 12 CONTINUES. THERE ARE NO MORE ENEMIES ON 2P THAN ON 1P. BUT YOU STILL HAVE TO PROTECT EACH OTHER TO SUCCEED.

## **VS. MODES**

### **2 PLAYERS, 3 PLAYERS, OR 4 PLAYERS:**

YOU CAN ONLY SELECT 3 OR 4 PLAYERS IF THE MULTI-PLAYER ADAPTER IS CONNECTED TO CONTROL PORT 2. HOOK THE CONTROLLERS 2, 3, AND 4 DIRECTLY INTO THE MULTI-PLAYER ADAPTER. SEE THE SECTION ON PLAYING VS. MODE FOR MORE DETAILS.

DOWN WITH  
DM



# Options



BEFORE YOU START YOUR GAME, YOU MAY WANT TO SELECT DIFFERENT OPTIONS THAT ARE AVAILABLE TO YOU.

TO SELECT AN OPTION, PRESS UP OR DOWN ON THE CONTROL PAD. TO CHANGE AN OPTION, PRESS RIGHT OR LEFT ON THE CONTROL PAD. TO EXIT THE OPTIONS SCREEN, EITHER SELECT THE EXIT OPTION AND PRESS ANY BUTTON, OR PRESS START.

**2-PLAYER HIT** OFF / ON IF THIS OPTION IS ON, TWO PLAYERS WILL BE ABLE TO HIT EACH OTHER WHEN THEY ARE PLAYING STORY MODE. IF THIS OPTION IS OFF, PLAYERS WILL NOT BE ABLE TO HIT EACH OTHER IN STORY MODE. IF A PLAYER USES A WEAPON, HOWEVER, THE WEAPON WILL STILL HIT THE OTHER PLAYER. SO BE CAREFUL! (DEFAULT IS ON.)



**ANGRY MODE**   OFF / ON   WHEN THIS MODE IS ON, A CHARACTER WILL FLASH AND BECOME ANGRY AFTER BEING HIT A FEW TIMES IN A ROW. WHILE THE CHARACTER IS ANGRY, HE OR SHE IS INVULNERABLE. THE CHARACTER'S HITS AND THROWS ALSO DO MORE DAMAGE WHEN THE CHARACTER IS ANGRY. (DEFAULT IS ON.)

**SOUND MODE**   STEREO / MONAURAL   THIS MODE SELECTS BETWEEN SENDING THE SOUND FROM THE GAME IN STEREO (IF YOUR TV HAS STEREO SPEAKERS) OR MONAURAL (IF YOUR TV DOES NOT HAVE STEREO SPEAKERS). (DEFAULT IS STEREO.)

**MUSIC TEST**   00-11   THIS TEST LETS YOU LISTEN TO THE DIFFERENT MUSIC AND AMBIENT SOUND IN THE GAME. SELECT A TRACK BY PRESSING LEFT OR RIGHT ON THE CONTROL PAD. TO PLAY THAT PIECE, PRESS THE Y, A, OR B BUTTON. TO STOP PLAYING THE PIECE, PRESS THE X BUTTON. THIS OPTION IS ONLY A TEST MODE; IT WILL NOT CHANGE THE MUSIC THAT PLAYS DURING A GAME.

**SOUND TEST**   00-37   THIS TEST LETS YOU LISTEN TO THE SOUND EFFECTS IN THE GAME. SELECT AN EFFECT BY PRESSING LEFT OR RIGHT ON THE CONTROL PAD. TO HEAR THAT EFFECT, PRESS THE X, Y, A, OR B BUTTON.



**MUSIC MODE** BGM / BGS THIS MODE LETS YOU SELECT THE TYPE OF BACKGROUND SOUND YOU WANT DURING THE GAME. IF YOU SELECT BGM, MUSIC WILL PLAY THROUGHOUT THE GAME. IF YOU SELECT BGS, AMBIENT SOUND EFFECTS WILL PLAY THROUGHOUT THE GAME. TRY BOTH SETTINGS, AND SEE WHICH YOU PREFER. (DEFAULT IS BGS.)

**COLOR EDIT** THIS MODE LETS YOU CHANGE THE COLORS OF ALL THE CHARACTERS, ENEMIES, AND BOSSES IN THE GAME.

PRESS THE B BUTTON TO SELECT THE CHARACTER YOU WANT TO CHANGE.

PRESS LEFT AND RIGHT ON THE CONTROL PAD TO SELECT THE COLOR YOU WANT TO ADJUST.

X BUTTON - INCREASES THE BLUE HUE OF THE COLOR. TO DECREASE THE HUE, HOLD DOWN THE R BUTTON, AND PRESS THE X BUTTON.

Y BUTTON - INCREASES THE GREEN HUE OF THE COLOR. TO DECREASE THE GREEN HUE OF THE COLOR, HOLD DOWN THE R BUTTON AND PRESS THE Y BUTTON.

A BUTTON - INCREASES THE RED HUE OF THE COLOR. TO DECREASE THE RED HUE OF THE COLOR, HOLD DOWN THE R BUTTON AND PRESS THE A BUTTON.



HERE ARE A FEW COLORS FOR YOU TO USE IF YOU'RE HAVING TROUBLE FIGURING OUT THE COLOR EDIT FEATURE:

PEACH	R:1D, G:12, B:0E
RED	R:1F, G:00, B:00
BLUE	R:00, G:00, B:1F
GREEN	R:00, G:1F, B:00
YELLOW	R:1F, G:1F, B:00
WHITE	R:1F, G:1F, B:1F
PINK	R:1F, G:00, B:1F

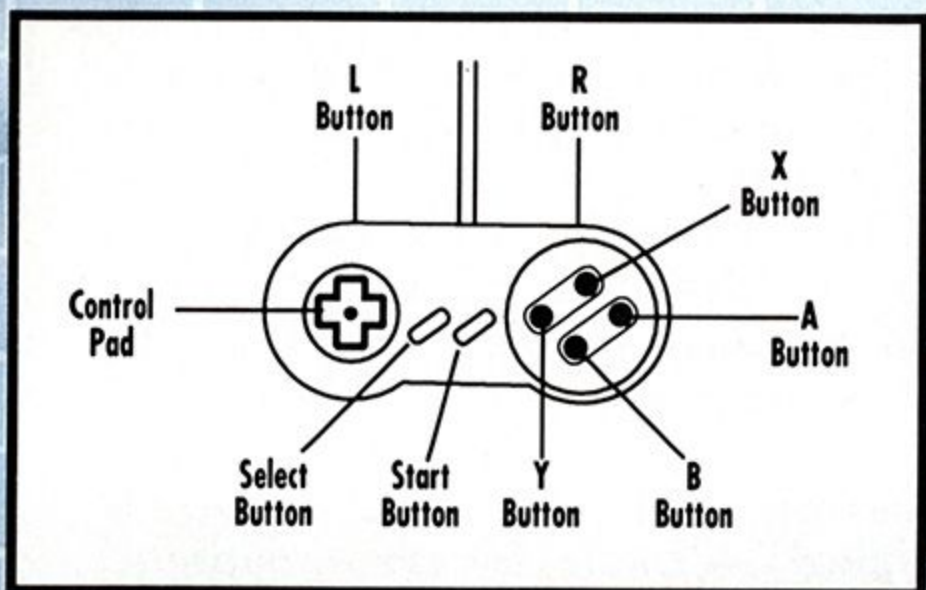
THE RANGE OF HUES FOR EACH COLOR IS 00-1F (HEXADECIMAL NUMBERS). IF THE GAME IS TURNED OFF, THE COLOR CHANGES WILL BE LOST.



PRESS THE START BUTTON TO EXIT THE COLOR EDIT SCREEN.



# CONTROLLER FUNCTIONS



THE SPECIAL MOVES THAT EACH CHARACTER HAS ARE IN ITALICS. THE BASIC CONTROL FUNCTIONS FOR EACH CHARACTER ARE AS FOLLOWS:

RIGHT, LEFT, UP, AND DOWN ON THE CONTROL PAD — CHARACTER WALKS IN THAT DIRECTION.

A BUTTON — POWER MOVE.

B BUTTON — JUMP.

Y BUTTON — ATTACK (PUNCH, KICK, ETC.).

X BUTTON — POSE.

START BUTTON — PAUSE/UNPAUSE GAME.



**R OR L BUTTON — BLOCK. THESE BUTTONS ONLY BLOCK FOR ABOUT 2 SECONDS, SO IF YOU WANT TO BLOCK A LONGER ATTACK, PRESS THEM MANY TIMES.**

**Y BUTTON THEN B BUTTON (QUICKLY) — SPECIAL MOVE. SEE THE SECTION ON MOVE INFORMATION FOR MORE INFO ON SPECIAL MOVES.**

**RIGHT OR LEFT TWICE ON CONTROL PAD (QUICKLY) — DASH (EXCEPT PROKOP).**

**Y BUTTON (WHILE DASHING) — DASH ATTACK.**

**Y BUTTON (WHILE JUMPING) — JUMP ATTACK.**

**TOWARDS ENEMY ON CONTROL PAD — GRAPPLE. YOU MUST RUN INTO THE ENEMY TO GRAB IT. EACH PLAYER THEN HAS GRAPPLE ATTACKS (DESCRIBED BELOW).**

**Y & B BUTTONS (SIMULTANEOUSLY) - REVERSE ATTACK. THIS ATTACK CAN BE USED NORMALLY, OR IT CAN BE USED WHEN A PLAYER IS IN A GRAPPLE WITH AN ENEMY. AS A REVERSAL, IT WILL NOT ALWAYS WORK.**



FOLLOWING ARE THE MOVES FOR EACH CHARACTER:

## **FLYNN**

SPECIAL MOVE..... LIGHTNING STORM

POWER MOVE..... MOTION UPPERCUT

REVERSE ATTACK ..... UPPERCUT

JUMP ATTACK..... SIDE KICK

DASH ATTACK..... SLIDING KICK

### GRAPPLE ATTACKS:

FOREARM SMASH..... Y BUTTON

LONG THROW.....RIGHT+UP OR LEFT+UP  
WITH THE Y BUTTON

SHORT THROW..... RIGHT OR LEFT ON THE  
CONTROL PAD WITH THE Y  
BUTTON

SUPLEX.....RIGHT+DOWN,  
LEFT+DOWN, UP, OR  
DOWN (ANY OF THESE)  
WITH THE Y BUTTON.



# ECHO



SPECIAL MOVE.....SONIC SONG  
POWER MOVE.....FLIP KICK  
REVERSE ATTACK ..... SIDE KICK  
JUMP ATTACK.....JUMPING KNEE, JUMP KICK  
DASH ATTACK..... FLAMING KNEE

## GRAPPLE ATTACKS:

KNEE SMASH..... Y BUTTON  
SCISSORS THROW..... ANY DIRECTION ON  
CONTROL PAD WITH Y  
BUTTON.  
SCISSORS SMASH..... GRAPPLE FROM BEHIND  
AND PRESS THE Y BUTTON.

## EXTRA:

DOUBLE JUMP..... PRESS B BUTTON TWICE  
FLAMING KNEE..... DOUBLE JUMP, THEN  
PRESS RIGHT +DOWN OR  
LEFT+DOWN ON CONTROL  
PAD WITH THE Y BUTTON.  
YOU MUST DO THIS VERY  
QUICKLY. IT WILL TAKE  
PRACTICE.



An illustration of a character with a determined, intense expression, wearing a light-colored jacket and a green belt with a gold buckle. He is holding a large, orange bazooka with a silver nozzle. The background is a stylized, colorful explosion or energy burst in shades of yellow, orange, and purple. The entire scene is set against a blue brick wall.

**SPECIAL MOVE..... TORNADO BLAST**  
**POWER MOVE..... TORNADO ELBOW**  
**REVERSE ATTACK ..... BACK ELBOW**  
**JUMP ATTACK..... DOUBLE AXE-HANDLE**  
**DASH ATTACK..... BIG KICK**

**GRAPPLE ATTACKS:**

**KICK..... Y BUTTON**  
**PILE DRIVER..... RIGHT, LEFT, RIGHT+UP, LEFT+UP, OR UP (ANY OF THESE) ON THE CONTROL PAD WITH THE Y BUTTON.**

**SHOULDER SLAM..... RIGHT+DOWN, LEFT+DOWN, OR DOWN (ANY OF THESE) ON THE CONTROL PAD WITH THE Y BUTTON.**

**EXTRA:**

**BAZOOKA FIRE..... HOLD DOWN THE X BUTTON FOR A COUNT OF 5, THEN RELEASE IT.**



# PROKOP

SPECIAL MOVE..... EARTHQUAKE STOMP

POWER MOVE..... FLAME BREATH

REVERSE ATTACK ..... HEADBUTT

JUMP ATTACK..... DROP KICK, FLYING KNEE

DASH ATTACK..... FOREARM

## GRAPPLE ATTACKS:

CHOKE..... Y BUTTON

BACK SLAM..... PRESS ANY DIRECTION ON  
THE CONTROL PAD WITH  
THE Y BUTTON

INVERTED PILE DRIVER..... GRAPPLE FROM BEHIND  
AND PRESS THE Y BUTTON

## EXTRA:

VACUUM GRAPPLE..... PRESS TOWARDS AN ENEMY  
AND THEN DO A REVERSE  
ATTACK. THIS ATTACK WILL  
ALLOW PROKOP TO GRAPPLE  
WITH CHARACTERS WITHOUT  
BEING DIRECTLY NEXT  
TO THEM.



# **MOVE INFORMATION**

**EACH CHARACTER HAS MANY DIFFERENT MOVES. THIS SECTION DESCRIBES WHAT THE DIFFERENT MOVES DO, HOW THEY WORK, AND HOW OFTEN YOU CAN USE THEM.**

## **SPECIAL MOVES**

**THE CHARACTER'S SPECIAL MOVE IS THE MOST POWERFUL MOVE IN THE GAME. A CHARACTER CAN ONLY PERFORM THE SPECIAL MOVE TWICE PER LIFE. ABOVE THE CHARACTER'S HEALTH BAR (SEE GAME PLAY) IS THE CHARACTER'S SPECIAL MOVE INDICATOR. THIS INDICATOR IS LABELED SP, AND IT TELLS THE PLAYER HOW MANY SPECIAL MOVES REMAIN FOR THAT CHARACTER. THE CHARACTER'S SPECIAL MOVE HURTS EVERYONE ON THE SCREEN. IF A PLAYER IS FIGHTING A BOSS, HOWEVER, THE MOVE WILL HURT THE BOSS EVEN THOUGH HE IS NOT ON THE SCREEN. SOME BOSSES ARE IMMUNE TO SOME SPECIAL ATTACKS. WATCH THE BOSS'S HEALTH BAR TO SEE IF YOUR MOVE AFFECTS THE BOSS.**

## **POWER MOVES**

**EACH PLAYER HAS A POWER MOVE THAT DOES MORE DAMAGE THAN NORMAL MOVES. A PLAYER LOSES A LITTLE HEALTH IF THE POWER MOVE HITS AN ENEMY, SO BE CAREFUL — WHEN YOU HIT AN ENEMY WITH A POWER MOVE, YOU LOSE SOME**



HEALTH TOO. KEEP AN EYE ON YOUR HEALTH WHILE USING THIS MOVE. IF YOU WANT TO PRACTICE THIS MOVE, HOWEVER, YOU WILL NOT LOSE ANY HEALTH UNLESS YOU ACTUALLY HIT AN ENEMY OR BOSS.

## GRAPPLE ATTACK

BY RUNNING INTO AN ENEMY, A CHARACTER CAN GRAPPLE, I.E., LOCK THE ENEMY'S ARMS IN A GRIP. ENEMIES WILL ALSO TRY TO GRAPPLE WITH YOU — WHOEVER GRAPPLES FIRST HAS CONTROL OF THE GRAPPLE, AND IS THEN FREE TO PERFORM A MOVE. A GRAPPLE CAN BE FROM THE FRONT OR FROM THE REAR.

IF YOU PRESS THE Y BUTTON WHILE YOU ARE GRAPPLING WITH AN ENEMY, YOU CAN HIT THE ENEMY REPEATEDLY WITHOUT LOSING THE GRAPPLE. YOU CAN DO MORE DAMAGE TO AN ENEMY BY COMBINING HITS AND THROWS WHEN YOU GRAPPLE. FOR EXAMPLE, FLYNN HAS BAKI (AN ENEMY) IN A GRAPPLE HOLD. IF THE PLAYER HITS THE Y BUTTON 3 TIMES, THEN PUSHES RIGHT+DOWN AND Y, FLYNN WILL DO THE FOLLOWING: FOREARM SMASH, FOREARM SMASH, FOREARM SMASH, SUPLEX. THIS COMBO WILL DO MORE DAMAGE TO AN ENEMY THAN A NORMAL ATTACK. EXPERIMENT WITH THE DIFFERENT CHARACTERS TO FIND COMBOS THAT WORK WELL.



# GAME PLAY

## STORY MODE

IN THE STORY MODE, YOUR OBJECT IS TO GET TO MR. IAGO AND STOP HIS EVIL PLANS. THE GAME IS SET UP IN STAGES. BY DEFEATING THE BOSSES IN EACH STAGE, YOU CAN CLEAR A STAGE. NOT EVERY STAGE HAS A BOSS, HOWEVER. SOME STAGES FINISH WITH A TIMER INDICATING HOW LONG YOU HAVE TO COMPLETE AN ACTION. IN ADDITION, THERE ARE MANY DOORS AND PASSAGES THAT YOU CAN GO THROUGH. THESE DOORS CAN LEAD YOU TO DIFFERENT AREAS OF THE GAME. THERE ARE NO DEAD ENDS, SO EXPLORE ALL YOU LIKE. THERE'S ALWAYS A WAY TO FINISH THE GAME.

AS YOU PLAY THE GAME, DIFFERENT CHARACTERS (INCLUDING YOUR OWN) WILL SAY THINGS. THIS SPEECH IS OFTEN IMPORTANT TO THE GAME, SO PAY ATTENTION TO IT. IF YOU'VE PLAYED THE GAME MANY TIMES, AND YOU'VE SEEN ALL THE SPEECH, IT CAN BE SKIPPED BY PRESSING START OR SPED UP BY HOLDING DOWN THE B BUTTON.



## SCREEN DISPLAY



HERE IS A TYPICAL SCREEN FROM THE GAME. IN THE UPPER LEFT HAND CORNER IS YOUR HEALTH BAR. THIS BAR SHOWS YOU HOW MUCH HEALTH YOUR

PLAYER HAS REMAINING. ABOVE YOUR HEALTH BAR IS YOUR CHARACTER'S NAME. BETWEEN STAGES OF THE GAME YOU ARE ALLOWED TO SWITCH TO ANY OF THE AVAILABLE CHARACTERS. TO THE RIGHT OF YOUR CHARACTER'S NAME IS YOUR SPECIAL MOVE INDICATOR. THIS INDICATOR SHOWS YOU HOW MANY SPECIAL MOVES YOU HAVE REMAINING.

IN THE UPPER RIGHT HAND CORNER OF THE SCREEN IS THE CONTINUE INDICATOR. THIS INDICATOR SHOWS HOW MANY LIVES THE PLAYER HAS LEFT. A PLAYER ONLY GETS 12 LIVES IN THE PEACEKEEPERS. USE THEM WELL. IF A SECOND PLAYER JOINS IN, OR IF A 2 PLAYER GAME IS SELECTED, BOTH PLAYERS GET A COMBINED 12 CONTINUES.



BELOW THE PLAYER'S HEALTH BAR IS AN ENEMY'S HEALTH BAR. ON THE SCREEN AT LEFT, IT'S FOR AN ENEMY NAMED FNORD. THIS HEALTH BAR SHOWS HOW MUCH HEALTH THIS ENEMY HAS REMAINING. MOST ENEMIES IN THE PEACEKEEPERS HAVE ONLY ONE HEALTH BAR. CERTAIN BOSSES, HOWEVER, HAVE MULTIPLE HEALTH BARS. YOU CAN TELL HOW MANY HEALTH BARS A BOSS HAS BY LOOKING AT THE COLOR OF THE BOSS'S HEALTH BAR.

1ST LEVEL	ORANGE
2ND LEVEL	YELLOW
3RD LEVEL	GREEN
4TH LEVEL	BLUE

THIS MEANS THAT IF AN ENEMY OR BOSS HAS A HEALTH METER THAT IS BLUE, YOU MUST REDUCE HIS HEALTH METER FOUR TIMES BEFORE HE IS DEFEATED.

**FREEDON**



# VERSUS MODE

IN THIS MODE, YOU AND YOUR FRIENDS GET A CHANCE TO SETTLE THINGS FOR ONCE AND FOR ALL. IF YOU HAVE THE MULTI-PLAYER ADAPTER, YOU WILL BE ABLE TO FIGHT WITH THREE OF YOUR FRIENDS AT ONCE. (IF YOU DON'T HAVE THE MULTI-PLAYER ADAPTER, YOU CAN STILL PLAY 2 PLAYER VS. MODE.)



WHEN YOU SELECT VS. MODE, YOU WILL SEE A SCREEN WHICH ALLOWS YOU AND ALL THE OTHER PLAYERS TO SELECT YOUR CHARACTERS.

PLAYERS CAN BE THE SAME CHARACTER. TO SELECT A CHARACTER, PRESS THE Y, A, B, OR START BUTTON. TO CANCEL THE SELECTION, PRESS THE X BUTTON. TO SCROLL THROUGH THE VARIOUS COLORS OF THE CHARACTER, PRESS THE L AND R BUTTONS. AFTER ALL PLAYERS HAVE SELECTED THEIR CHARACTERS, THE SCREEN WILL ADVANCE TO THE MODE SELECT SCREEN.





THE NEXT SCREEN  
ALLOWS THE PLAYERS  
TO SELECT THE ARENA  
AND ANY WEAPONS  
THEY MIGHT LIKE TO  
USE. DETAILS ABOUT  
WEAPONS AND HEALTH-  
RESTORING ITEMS ARE

IN THE NEXT SECTION. BY PRESSING UP AND  
DOWN ON THE CONTROL PAD, YOU CAN SELECT  
EITHER AN ARENA TO FIGHT IN (TOP) OR THE  
WEAPONS AND ITEMS (BOTTOM).

PRESS LEFT OR RIGHT ON THE CONTROL PAD TO  
SELECT YOUR ARENA OR ITEMS. THE ARENAS THAT  
YOU CAN FIGHT IN ARE ALL WRESTLING-TYPE  
RINGS. YOU CAN SELECT ELECTRIFIED PORTIONS  
(LEFT OPTION), PLAIN MATS (CENTER), OR MINES  
(RIGHT OPTION). PRESS START AFTER YOU'VE  
FINISHED SETTING UP YOUR ARENA AND ITEMS.

A BELL WILL ANNOUNCE THE BEGINNING OF THE  
FIGHT. THE RULES ARE SIMPLE: THE LAST STAND-  
ING FIGHTER WINS. IF YOU SELECTED AN OBJECT  
IN THE FIGHT AND THERE ISN'T ONE, DON'T WORRY.  
WHATEVER OBJECT YOU SELECTED APPEARS IN THE  
MIDDLE OF THE RING AT A RANDOM POINT DURING  
THE FIGHT. AFTER ONE CHARACTER WINS, THE  
RESULTS SCREEN IS SHOWN.



**RESULT**

BATTLE 1

- WINNER PLAYER3 - 3pts.
- 2nd PLAYER1 - 2pts.
- 3rd PLAYER2 - 1pts.
- 4th PLAYER4 - 0pts.

[[ TOTAL DATA ]]

	1P	2P	3P	4P
1st	2	0	0	0
2nd	0	1	0	0
3rd	0	0	1	0
4th	0	0	0	1
TOTAL pts.	2	1	3	0

UNDERNEATH THE TITLE OF "RESULT" IS THE BATTLE NUMBER. THIS TELLS HOW MANY BATTLES YOU'VE HAD SO FAR. UNDERNEATH THAT IS THE RANKINGS. THE RANKINGS SHOW HOW

EACH PLAYER PERFORMED. THERE ARE RANKINGS FOR FIRST, SECOND, THIRD, AND FOURTH, DEPENDING ON HOW MANY PEOPLE ARE IN THE GAME. POINTS ARE AWARDED SO THAT THE LAST PLACE CHARACTER GETS NO POINTS. IF THERE ARE THREE PLAYERS, THE THIRD PLACE PERSON GETS 0 POINTS, THE SECOND PLACE PERSON GETS 1 POINT, AND THE FIRST PLACE PERSON GETS 2 POINTS.

BELOW THE RANKINGS IS THE TOTAL SCORE FOR ALL THE BATTLES. THIS CHART KEEPS TRACK OF HOW MANY TIMES YOU HAVE COME IN FIRST, HOW MANY TIMES YOU HAVE COME IN SECOND, ETC. UNDERNEATH EACH PLAYER IS THE TOTAL POINTS FOR THAT PLAYER. SINCE THERE IS NO LIMIT TO THE NUMBER OF BATTLES IN VS. MODE, YOU AND YOUR FRIENDS CAN PLAY HOURS AND CALL IT QUITS WHENEVER YOU LIKE. TO EXIT THE RESULTS SCREEN, PRESS START. TO EXIT VS. MODE, YOU WILL HAVE TO PRESS RESET ON YOUR SUPER NES.



# **SPECIAL MOVES**

**SPECIAL MOVES FOR NORTON AND ORBOT:**

## **NORTON**

**SPECIAL MOVE..... ANGRY MODE**

**POWER MOVE..... ENERGY BALL**

**REVERSE ATTACK ..... ENERGY UPPERCUT**

**JUMP ATTACK..... SIDE KICK**

**DASH ATTACK..... ENERGY ELBOW**

**GRAPPLE ATTACKS:**

**ENERGY PUNCH..... Y BUTTON**

**WIND-UP PUNCH..... ANY DIRECTION ON THE  
CONTROL PAD WITH THE  
Y BUTTON**

**DOUBLE SUPLEX..... GRAPPLE FROM BEHIND  
AND PRESS THE  
Y BUTTON**



# ORBOT

SPECIAL MOVE.....NONE

POWER MOVE.....DASHING BACK CLAW

REVERSE ATTACK ..... BACK CLAW

JUMP ATTACK.....CLAW SLASH

DIVING CLAW.... DOWN ON THE CONTROL PAD  
WITH THE Y BUTTON

DASH ATTACK:

HEAD SPEAR.....RIGHT OR LEFT TWICE ON  
THE CONTROL PAD, THEN  
THE Y BUTTON. THIS  
SEQUENCE MUST BE DONE  
VERY QUICKLY.

GRAPPLE ATTACKS:

CLAW SMASH.... Y BUTTON

ENERGY BLAST.....ANY DIRECTION ON THE  
CONTROL PAD WITH THE  
Y BUTTON

EXTRA:

BLOCK CHARGE.....X BUTTON (THIS IS THE  
EQUIVALENT OF A BLOCK,  
EXCEPT THAT YOUR CHARAC-  
TER MOVES FORWARD. IT'S  
HANDY FOR GETTING  
BEHIND AN ENEMY WHO IS  
ATTACKING YOU.)



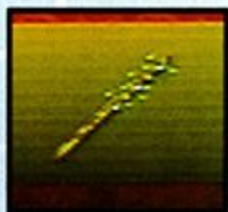
# POWERUPS & SCORING

DURING THE COURSE OF YOUR GAMES, YOU WILL FIND MANY ITEMS IN THE PEACEKEEPERS. TO PICK UP A WEAPON, STAND ON TOP OF IT WITH YOUR CHARACTER AND PRESS THE Y BUTTON. WEAPONS HAVE LONGER RANGE AND DO MORE DAMAGE THAN A NORMAL ATTACK. YOUR CHARACTER CAN NOT DO HIS OR HER REGULAR PUNCH OR KICK WHILE HOLDING A WEAPON. YOUR CHARACTER CAN, HOWEVER, GRAPPLE WITH AN ENEMY WHILE HOLDING A WEAPON. HERE IS A LIST OF WEAPONS, ITEMS, AND THEIR USES:

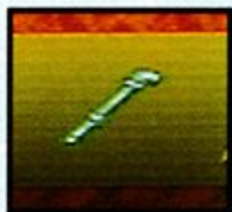
## HAND-TO-HAND WEAPONS



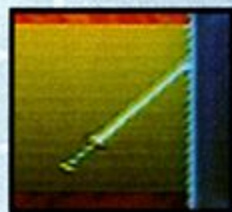
BOWIE KNIFE



SPIKED BAT



LEAD PIPE

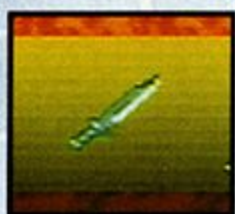


KATANA

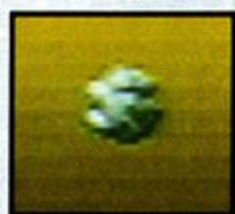
THESE HAND-TO-HAND WEAPONS ARE USED BY PRESSING THE Y BUTTON. THEY CAN ONLY BE USED FOR A LIMITED TIME. EVERY TIME YOUR CHARACTER GOES THROUGH A DOOR OR UP A LADDER, THE CHARACTER WILL LOSE WHATEVER ITEM HE OR SHE WAS HOLDING. CERTAIN CHARACTERS ARE BETTER WITH HAND-TO-HAND WEAPONS THAN OTHERS. EXPERIMENT WITH CHARACTERS TO FIND OUT HOW EACH ONE HANDLES THESE WEAPONS.



## THROWN WEAPONS



KNIFE



ROCK



GRENADE



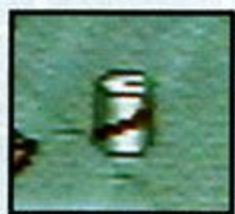
SHURIKEN

THESE WEAPONS CAN BE THROWN AT ENEMIES BY PRESSING THE Y BUTTON. THE GRENADE WILL EXPLODE WHEN THROWN, SO IT CAN ONLY BE THROWN ONCE. THE OTHER THROWN WEAPONS CAN BE USED A FEW TIMES BEFORE THEY DISAPPEAR.

## HEALTH ITEMS



MEDKIT



CAN O' POP



LOLLIPOP

THESE HEALTH ITEMS RESTORE HEALTH TO A PLAYER. TO USE A HEALTH ITEM, PRESS THE Y BUTTON. THESE ITEMS CAN BE CARRIED QUITE A DISTANCE, BUT, LIKE OTHER WEAPONS, IF YOU LEAVE AN AREA THROUGH A DOOR OR UP A LADDER, THE ITEM WILL DISAPPEAR. THE AMOUNT OF HEALTH THAT THESE ITEMS RESTORE IS LISTED BELOW:

MEDKIT: 100%

CAN O' POP: 50%

LOLLIPOP: 25%



# HINTS & TIPS

## WARNING:

IF YOU ARE AN EXPERT GAMER AND WISH TO FIGURE THESE THINGS OUT FOR YOURSELF, DO NOT READ ANY FURTHER! JALECO IS NOT RESPONSIBLE FOR ANY GUILT YOU FEEL BY MAKING THE GAME TOO EASY.

- USE THE GRAPPLE ATTACKS. YOU CANNOT BE HIT WHILE YOU HAVE AN ENEMY OR BOSS IN A GRAPPLE, SO THIS IS THE SAFEST ATTACK.
- MASTER THE GRAPPLE ATTACKS. LEARN HOW MANY TIMES YOU CAN HIT AN ENEMY WHILE IN A GRAPPLE WITHOUT RELEASING HIM. THEN USE THE MAXIMUM NUMBER OF HITS BEFORE YOU SLAM.
- PROKOP & AL ARE THE FASTEST WITH WEAPONS. IF YOU USE THESE CHARACTERS, BE SURE TO UTILIZE THE WEAPONS WHENEVER POSSIBLE.
- MAP OUT THE AREAS. THIS GAME CAN BE A BIT CONFUSING, SO BE SURE TO HAVE SOME PAPER HANDY TO KEEP TRACK OF ALL THE LEVELS THAT YOU HAVE VISITED.



- **DEPENDING ON WHAT YOU DO IN A STAGE, YOUR PROGRESS THROUGH THE GAME CAN BE CHANGED. BE SURE TO TRY EVERYTHING AT LEAST ONCE.**
- **GOING BACKWARD CAN SOMETIMES BE AS HELPFUL AS GOING FORWARD. TRY BACK TRACKING TO FIND OTHER THINGS.**
- **BE SURE TO CARRY THE HEALTH ITEMS EVEN IF YOU DON'T NEED THEM. HEALTH IS VERY IMPORTANT, SO YOU SHOULD SAVE IT AS LONG AS YOU CAN.**
- **SMASH BOXES, VASES, AND DRUMS TO REVEAL ITEMS AND WEAPONS.**
- **USE THE TERRAIN TO YOUR ADVANTAGE. SOMETIMES THE EASIEST WAY TO DEFEAT AN ENEMY IS TO SLAM HIM ONTO A MINE OR ELECTRIC FIELD, OR TO THROW HIM OVER AN EDGE.**
- **THERE ARE ABSOLUTELY NO SECRET CODES FOR EXTRA CONTINUES IN THIS GAME. NONE. WE SWEAR. ZERO. YOU PAID FOR A CHALLENGING GAME THAT WILL KEEP YOU STRUGGLING FOR HOURS, AND YOU GOT IT. IF YOU THINK THE GAME IS JUST TOO HARD, TRY TAKING A DIFFERENT PATH. EVERY LEVEL REQUIRES ITS OWN BIT OF STRATEGY, SO YOU'LL BE SURE TO FIND SOME EASIER THAN OTHERS. GOOD LUCK!**



# **THE JALECO HOTLINE**

IF THERE'S SOMETHING YOU DON'T UNDERSTAND ABOUT YOUR NEW JALECO GAME, OR IF YOU'RE HAVING PROBLEMS WITH YOUR CARTRIDGE, OR IF YOU'RE JUST PLAIN STUCK, YOU'RE WELCOME TO CALL THE JALECO HOTLINE BETWEEN THE HOURS OF 9:00 AM AND 5:00 PM (CENTRAL STANDARD TIME, MONDAY THROUGH FRIDAY). ONE OF OUR MILDLY EXISTENTIAL GAME COUNSELOR(S) WILL BE HAPPY TO GIVE YOU TIPS OR HELP YOU OUT WITH ANY PROBLEMS YOU'RE HAVING. HERE'S THE NUMBER TO CALL:

**708-215-2359**

NOTE: NORMAL TELEPHONE CHARGES APPLY WHEN YOU CALL THE HOTLINE NUMBER. IT'S NOT A TOLL-FREE NUMBER, SO YOU KIDS SHOULD GET YOUR PARENT'S OR GUARDIAN'S PERMISSION BEFORE CALLING.

**A CALL FOR  
PEACE**



# CREDITS

GAME DESIGN

PRODUCT MANAGEMENT

MANUAL, STORY LINE, & GORDIAN LOGIC

INTERNATIONAL COORDINATION

SISYPHEAN ASSISTANCE

QUALITY ASSURANCE

EDITING AND SCREEN SHOOTING

PACKAGE DESIGN AND LOTS OF HELP

CATERING BY

MR. HOSHI

H. NUNOKAWA

JOE SISLOW

OLIVER TANG AND  
MASAO OHATA

MICHAEL HARDT

JOE SISLOW AND  
ALLAN HARRIS

ALYSA MICHAELS

BEELINE GROUP, INC.

SARKIS



## **JALECO USA, INC. LIMITED WARRANTY**

JALECO USA, INC. WARRANTS TO THE ORIGINAL PURCHASER OF THIS JALECO SOFTWARE PRODUCT THAT THE MEDIUM ON WHICH THIS COMPUTER PROGRAM IS RECORDED IS FREE FROM DEFECTS IN MATERIALS AND WORKMANSHIP FOR A PERIOD OF NINETY (90) DAYS FROM THE DATE OF PURCHASE. THIS JALECO SOFTWARE PROGRAM IS SOLD "AS IS," WITHOUT EXPRESS OR IMPLIED WARRANTY OF ANY KIND, AND JALECO IS NOT LIABLE FOR ANY LOSSES OR DAMAGES OF ANY KIND RESULTING FROM USE OF THIS PROGRAM. JALECO AGREES FOR A PERIOD OF NINETY (90) DAYS TO EITHER REPAIR OR REPLACE, AT ITS OPTION, FREE OF CHARGE, ANY JALECO SOFTWARE PRODUCT, POSTAGE PAID, WITH PROOF OF DATE OF PURCHASE, AT ITS FACTORY SERVICE CENTER.

THIS WARRANTY IS NOT APPLICABLE TO NORMAL WEAR AND TEAR. THIS WARRANTY SHALL NOT BE APPLICABLE AND SHALL BE VOID IF THE DEFECT IN THE JALECO SOFTWARE PRODUCT HAS ARISEN THROUGH ABUSE, UNREASONABLE USE, MISTREATMENT, OR NEGLECT. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE JALECO. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL JALECO BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS JALECO SOFTWARE PRODUCT.

SOME STATES DO NOT ALLOW LIMITATIONS AS TO HOW LONG AN IMPLIED WARRANTY LASTS AND/OR EXCLUSIONS OR LIMITATIONS OF INCIDENTAL OR CONSEQUENTIAL DAMAGES SO THE ABOVE LIMITATIONS AND/OR EXCLUSIONS OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC RIGHTS, AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

JALECO USA, INC. 685 CHADDICK DRIVE, WHEELING, IL 60090. (708) 215-2359





**JALECO USA, INC.**  
685 CHADDICK DRIVE  
WHEELING, ILLINOIS 60090

PRINTED IN JAPAN